

FIRST SEMESTER FYUGP EXAMINATION NOVEMBER 2024**MDC****BAG1FM105 INTRODUCTION TO GRAPHIC DESIGN AND ANIMATION****Time : 1 Hrs 30 Mins****Maximum Marks : 50**

BL - Bloom's Taxonomy Level (1 to 6)

CO - Course Outcome

Section A		Ceiling Marks : 16		
Answer all questions. Each carries 2 marks.				
No.	Question	M	BL	CO
1.	Explain the importance of PDF.	2	1	CO2
2.	Explain about few areas where you use multimedia.	2	2	CO1
3.	Identify two advantages of using graphics in educational multimedia applications	2	3	CO1
4.	How might generative AI tools impact the future of creative professions like graphic design and photography?	2	2	CO1
5.	What are the key stylistic elements that contribute to Akira's iconic visual aesthetic?	2	1	CO1 CO2 CO4
6.	Explain the concept of Non-diegetic sound, with example?	2	2	CO1 CO2 CO4
7.	Explain the difference between sound effects and ambient sounds in animation.	2	3	CO1 CO2 CO4
8.	How does voice contribute to the overall mood and characterization in an animation?	2	3	CO1 CO2 CO4
9.	What is cutout animation, and how is it created?	2	1	CO1 CO2 CO4
10.	What is traditional animation, and why has it become less common in recent years?	2	3	CO1 CO2 CO4
Section B		Ceiling Marks : 24		
Answer all questions. Each question carries 6 marks.				
No.	Question	M	BL	CO
11.	Discuss the considerations a graphic designer must make when choosing between lossy and lossless compression for a project.	6	3	CO1
12.	Evaluate the use of graphics and assess their importance in multimedia journalism.	6	4	CO1
13.	Discuss the potential challenges and opportunities for artists and photographers in the age of AI.	6	2	CO1
14.	Explain the stages involved in 3D Animation Production stage.	6	1	CO1 CO2 CO4
15.	How does VR technology create immersive experiences for users? Explain.	6	3	CO1 CO2 CO4
Section C				
Answer any 1 question. Each carries 10 marks. (1X10=10 Marks)				
No.	Question	M	BL	CO

16.	Describe the commonly used image storage methods and discuss their advantages and disadvantages for graphic designers.	10	1	CO1
17.	Compare and contrast the animation styles of the Fleischer Studio and Walt Disney Studios. How did these differences influence the overall tone and appeal of their respective cartoons?	10	3	CO1 CO2 CO4
